Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

Claim 1 (currently amended): A gaming device having a game operable upon a wager, the gaming device comprising:

at least one display device ~~storing a plurality of specifications~~;

at least one memory device storing specifications for a plurality of sprites including a sprite for simulating a slot reel used in a video slot game;

a processor adapted 1) to retrieve from the memory device data which represents a plurality of graphical images and to generate the graphical images on the display device so as to cause a first one of the graphical images to have an apparent movement relative to a second one of the graphical images and 2) to simulate a motion of the slot reel using the sprite;

a display frame defined by the display device, said display frame having predetermined dimensions defining a perimeter of the display frame,

whereby the first or second graphical images is specified by at least one of the specifications as having at least one dimension which is larger than one dimension of the display frame wherein part, and less than all, of said first or second graphical image is displayed within the perimeter of the display frame at any one time; and

an input mechanism for applying credits on the gaming device for the wager; and

an output mechanism for cashing out credits on the gaming device.

Claim 2 (original):   The gaming device of Claim 1, wherein the memory device includes a plurality of image buffers.

Claim 3 (original):   The gaming device of Claim 1, which includes varying screen depths associated with each graphical image.

Claim 4 (currently Amended): The gaming device of Claim 1, which includes varying Z-level positions associated with each of the first and second graphical image.

Claim 5 (Previously Presented): The gaming device of Claim 1, which includes an XY position associated with each of the first and second graphical image.

Claim 6 (Previously Presented): The gaming device of Claim 5, wherein at least one of the XY positions is adapted to change with time.

Claim 7 (Previously Presented): The gaming device of Claim 1, which includes a velocity associated with the first and second graphical image.

Claim 8 (Previously Presented): The gaming device of Claim 1, which includes at least one animation defined by the apparent movement.

Claim 9 (original): The gaming device of Claim 1, wherein the data includes pixel values.

Claim 10 (original): The gaming device of Claim 9, which includes transparent pixel values.

Claim 11 (Previously Presented): The gaming device of Claim 1, which includes means for detecting collisions of the first and second graphical images.

Claim 12 (Previously Presented): The gaming device of Claim 1, whereby the display device is adapted to display different sections of the specified first or second graphical images, on the display frame over a period of time.

Claim 13 (Previously Presented): The gaming device of Claim 12, wherein the specified first or second graphical image is a background image.

Claim 14 (Previously Presented): The gaming device of Claim 12, wherein the specification for the specified first or second graphical image includes a velocity specified for said first or second graphical image.

Claim 15 (Previously Presented): The gaming device of Claim 12, wherein the specification for the specified first or second graphical image includes a changing position specified for said first or second graphical image.

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Claim 16 (Previously Presented): The gaming device of Claim 1, wherein the dimension of the specified first or second graphical image is at least two times greater than one of the dimensions of the display frame.

Claim 17(Previously Presented): The gaming device of Claim 16, wherein the specified first or second graphical image has a plurality of modular sections.

Claim 18 (currently amended): An improved gaming device having a game operable upon a wager, the improved gaming device including a processing unit adapted to communicate with a memory device storing specifications for a plurality of sprites including a sprite for simulating a slot reel used in a video slot game, at least one buffer memory device, a display processor, an input mechanism for applying credits on the improved gaming device for the wager, an output mechanism for cashing out credits on the improved gaming device and at least one display device which includes a display frame having dimensions defining a perimeter wherein the display frame is adapted to display, at any one time, an apparent movement of at least one graphical image, wherein the improvement comprises: said graphical image being specified to have at least one dimension which is larger than at least one of the dimensions of the display frame wherein part, and less than all, of said graphical image is displayed within the perimeter of the display frame at any one time and said processor adapted to simulate a motion of the slot reel using the sprite.

Claim 19 (original): The improved gaming device of Claim 18, wherein said specified graphical image includes a plurality of sections.

Claim 20 (currently amended): An improved gaming device having a game operable upon a wager, the improved gaming device including a processing unit adapted to communicate with at least one memory device storing specifications for a plurality of sprites including a sprite for simulating a slot reel used in a video slot game, an input mechanism for applying credits on the improved gaming device for the wager, an output mechanism for cashing out credits on the improved gaming device and at least one display device including a display frame, said the processing unit adapted to generate at least one animation by displaying a plurality of graphical images simultaneously; wherein the improvement comprises: at least one of the graphical images having an apparent movement and a size which requires that only part, and less than all, of the graphical image be displayed within the perimeter of the display frame at any one time and said processor adapted to simulate a motion of the slot reel using the sprite.

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Claim 21 (original): The improved gaming device of Claim 20, wherein said sized graphical image includes a plurality of sections.

Claim 22 (currently amended): A method of enabling a player to view a game of chance on a gaming device having a game operable upon a wager, said method comprising the steps of:

(a) retrieving from a memory device, data representing a plurality of graphical images,

(b) storing in the memory device, i) at least one specification for at least one of the graphical images, the specification specifying said graphical image to have an apparent movement and at least one dimension which is larger than at least one display frame dimension, said display frame dimension being one of a plurality of display frame dimensions defining a perimeter for a display frame and ii) specifications for a plurality of sprites including a sprite for simulating a slot reel used in the game of chance and wherein said gaming device includes an input mechanism for applying credits on the gaming device for the wager; and an output mechanism for cashing out credits on the gaming device.

(c) transferring said data to image buffers, each of which is associated with a graphical image; and

(d) using the data and the specification to display part, and less than all of the specified graphical images within the perimeter of the display frame at any one time;

(e) generating a motion of the slot reel for the game of chance on a display coupled to the gaming device using the sprite;

wherein said gaming device includes an input mechanism for applying credits on the gaming device for the wager; and an output mechanism for cashing out credits on the gaming device.

Claim 23 (original): The method of Claim 22, which includes the step of displaying a plurality of graphical images simultaneously.

Claim 24 (original): The method of Claim 22, which includes the step of displaying the graphical images at different screen depths.

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Claim 25 (Previously Presented): The method of Claim 22, which includes the step of causing different portions of the specified graphical image to appear within the perimeter of the display frame over a period of time.

Claim 26 (original): The method of Claim 22, which includes the step of retrieving data from a memory device representing graphical images of various sizes.

Claim 27 (original): The method of Claim 22, which includes the step of retrieving data representing at least one background graphical image having a size larger than a display frame dimension.

Claim 28 (original): The method of Claim 22, which includes the step of retrieving data representing at least one background graphical image having a size larger than all other graphical images.

Claim 29 (original): The method of Claim 27, which includes the step of specifying a velocity for the background graphical image.

Claim 30 (original): The method of Claim 27, which includes the step of specifying a changing XY position for the background graphical image.

Claim 31 (original): The method of Claim 27, which includes the step of causing the background graphical image to appear to be moving.

Claim 32 (Previously Presented): The method of claim 27, which includes the step of causing a designated one of the graphical images to appear to be moving relative to the background graphical image.

Claim 33 (original): The method of Claim 27, which includes the step of maintaining the background graphical image in a static condition.

Claim 34 (original): The method of Claim 33, which includes the step of moving at least one graphical image, other than the background graphical image.

Claim 35 (original): The method of Claim 22, which includes the step of creating an animation.

Claim 36 (original): The method of Claim 22, which includes the step of creating an animation by moving at least one graphical image.

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Claim 37 (original): The method of Claim 22, which includes the step of conserving computer memory by creating an animation by moving one graphical image instead of generating a plurality of frames of graphical images in succession.

Claim 38 (original): The method of Claim 22, which includes the steps of transferring pixel values to the image buffers and transferring pixel values to the display processor.

Claim 39 (original): The method of Claim 22, which includes the step of maintaining transparent pixel values in the image buffers.

Claim 40 (original): The method of Claim 22, which includes the step of providing a screen connected to said display processor.

Claim 41 (Previously Presented): The method of Claim 40, which includes the step of causing imagery on said screen to appear to move.

Claim 42 (Previously Presented): The method of Claim 22, which includes the step of enabling a player to determine a direction in which said specified graphical image appears to move.

Claim 43 (Previously Presented): The method of Claim 22, which includes the step of enabling a player to evaluate a velocity at which said specified graphical image appears to move.

Claim 44 (Previously Presented): The method of Claim 22, wherein step (d) includes the step of displaying at least one section of at least one graphical image, wherein said graphical image is larger than a one of the display frame dimension.

Claim 45 (Previously Presented): The method of Claim 22, wherein step (d) includes the step of displaying at least one of multiple sections of at least one graphical image.

Claim 46 (original): The method of Claim 45, which includes the step of retrieving transparent data which represents certain sections of certain graphical images.

Claim 47 (original): The method of Claim 46, which includes the step of transferring said transparent data to certain image buffers.

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Claim 48 (Currently Amended):   A method of enabling a player to view at least one animation on a gaming device having a display device with a display frame and game operable upon a wager, said method comprising the steps of:

(a)   retrieving from a memory device, varying depth orders associated with a plurality of graphical images;

(b)   retrieving from a memory device, a plurality of pixel values representing the graphical images, at least one of said graphical images being specified to have an apparent movement and at least one of the graphical images being specified as having a dimension which is greater than at least one display frame dimension of a plurality of display frame dimensions defining a perimeter of the display frame;

(c)   transferring the values to at least one frame buffer;

(d)   transferring the values associated with each graphical image to at least one display processor, in order of decreasing depth; and

(e)   displaying the graphical images, image-by-image, wherein part, and less than all, or one of the graphical images is displayed within the perimeter of the display frame at any one time and wherein said gaming device includes an input mechanism for applying credits on the gaming device for the wager; and an output mechanism for cashing out credits on the gaming device

(f)   storing to the memory device specifications for a plurality of sprites including a sprite for simulating a slot reel used in a game of chance and

(g)   generating a motion of the slot reel for the game of chance on a display coupled to the gaming device using the sprite.

Claim 49 (original):   The method of Claim 48, wherein step (d) causes the pixel value transferred to a particular frame buffer location to replace any pixel value previously transferred thereto.

Claim 50 (original):   The method of Claim 48, which includes the step of displaying a plurality of graphical images in succession.

Claim 51 (original):   The method of Claim 48, which includes the step of animating at least one graphical image by displaying a plurality of graphical images in succession which consist of variations of such graphical image.

Claim 52 (Previously Presented):   The method of Claim 48, which includes the step of causing a plurality of said graphical images to appear to be layered on a the display frame of the display device.

Claim 53 (Currently Amended):   A gaming device having a game operable upon a wager, the gaming device comprising:

at least one display device including a display frame having predetermined dimensions defining a perimeter of the display frame;

at least one memory device including pixel data associated with at least one graphical image, said graphical image specified as having an apparent movement, and to be larger in size than the at least one display frame dimension and storing specifications for a plurality of sprites including a sprite for simulating a slot reel used in a video slot game; and

processor means adapted for accessing said memory device to obtain said pixel data, processing said pixel data and sending signals to said display device based on said processed pixel data, thereby causing part, and less than all, of the specified graphical image to be displayed within the perimeter of the display frame at any one time and for simulating a motion of the slot reel using the sprite; and

an input mechanism for applying credits on the gaming device for the wager; and

an output mechanism for cashing out credits on the gaming device.

Claim 54 (Previously Presented):   The gaming device of Claim 53, wherein the specified graphical image has at least one width dimension which is greater than at least one width dimension of the display frame.

Claim 55 (Previously Presented):   The gaming device of Claim 53, wherein the specified graphical image has at least one height dimension which is greater than at least one height dimension of the display frame.

Claim 56 (Previously Presented): The gaming device of Claim 53, which includes a movement specification associated with the specified graphical image.

Claim 57 (Previously Presented): The gaming device of Claim 53, which includes a scrolling specification associated with the specified graphical image.

Claim 58 (Previously Presented): The gaming device of Claim 53, which includes a velocity specification associated with the specified graphical image.

Claim 59 (Previously Presented): The gaming device of Claim 53, which includes a changing XY position associated with the specified graphical image.

Claim 60 (Previously Presented): The gaming device of Claim 53, which includes a Z-level specification associated with the specified graphical image.

Claim 61 (Previously Presented): The gaming device of Claim 53, which includes a boundary specification associated with the specified graphical image.

Claim 62 (original): The gaming device of Claim 61, wherein the boundary specification specifies a boundary larger than at least one of the display frame dimensions.

Claim 63 (Previously Presented): The gaming device of Claim 53, wherein only a portion different portions of the specified graphical image is are visible on the display frame at any one over a period of time.

Claim 64 (original): The gaming device of Claim 53, wherein the memory device includes pixel data representing a plurality of graphical images.

Claim 65 (Previously Presented): The gaming device of Claim 64, wherein at least one of the graphical images is associated with a scalar movement specification and at least one of the graphical images is associated with a non-scalar movement specification.

Claim 66 (currently amended): A method of enabling a player to view at least one animation on a gaming device having a game operable upon a wager, said method comprising the steps of:

    (a)   retrieving from a memory device dimensional data for a graphical image, said data specifying the graphical image to have a dimension which is larger than at least one display

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frame dimension, said display frame dimension being one of a plurality of display frame dimensions defining a perimeter of a display frame;

(b)   retrieving from a memory device movement data associated with the graphical image;

(c)   enabling a processor to write pixel data associated with the graphical image; and

(d)   displaying part, and less than all, of the graphical image within the perimeter of the display frame at any one time wherein the gaming device includes an input mechanism for applying credits on the gaming device for the wager; and an output mechanism for cashing out credits on the gaming device

(e)   storing to the memory device specifications for a plurality of sprites including a sprite for simulating a slot reel used in a game of chance and

(f)   generating a motion of the slot reel for the game of chance on a display coupled to the gaming device using the sprite.

Claim 67 (original):   The method of Claim 66, which includes the step of retrieving from a memory device Z-level data associated with the graphical image.

Claim 68 (original):   The method of Claim 66, wherein step (a) includes the step of retrieving width data.

Claim 69 (original):   The method of Claim 66, wherein step (a) includes the step of retrieving height data.

Claim 70 (original):   The method of Claim 66, wherein step (b) includes the step of retrieving scrolling movement data.

Claim 71 (original):   The method of Claim 66, wherein step (b) includes the step of retrieving velocity movement data.

Claim 72 (original):   The method of Claim 66, wherein step (b) includes the step of retrieving XY position movement data.

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Claim 73 (original):   The method of Claim 66, which includes the step of retrieving pixel data representing a plurality of graphical images.

Claim 74 (original):   The method of Claim 73, which includes the steps of retrieving different Z-level data for at least two graphical images and displaying at least part of each said graphical image simultaneously.

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